Adventures To Go!™
EVERYONE 10+
ENFANTS ET ADULTES 10+
E
10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB
NATSUME®
Serious Fun®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

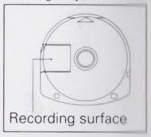
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

CONTENTS

Getting Started....2
Starting Up....3
Start Menu....4
Story....4
A Day on the Job....5
Town Map....6
Adventuring....11
Battles....13
Managing Menus....14

www.natsume.com

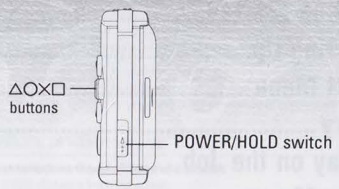
NATSUME®
Serious Fun®

Natsume Inc.
1818 Gilbreth Road Suite 229
Burlingame, CA. 94010

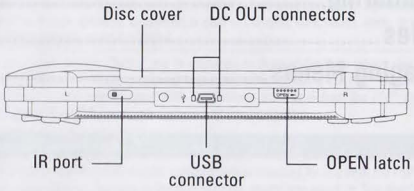
Natsume and Serious Fun are registered trademarks of Natsume Inc. Adventures To Go is a trademark of Natsume Inc.
©2009 Natsume Inc. ©2008, 2009 GAE Inc.
All Rights Reserved.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT ADVENTURES TO GO! disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

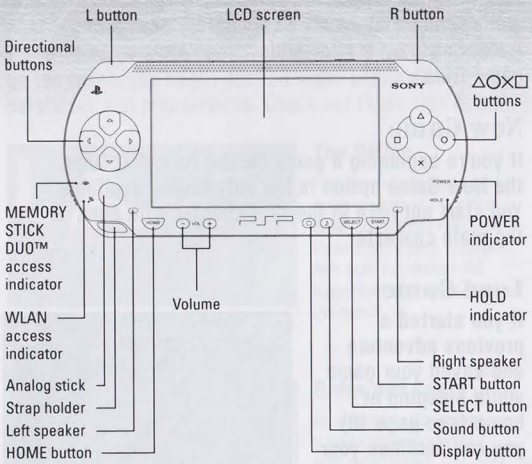
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Directional buttons	Move your character and navigate menus
○ button	Exit menus and cancel selections
⊗ button	Attack in battle or enter menu choices
△ button	Open menus
□ button	Block in battle
Analog stick	Move your character and navigate menus
R button	Finish your turn in battle or switch characters in menus
L button	Switch characters in menus

START MENU

Press START at the title menu to begin or continue your adventure. Now you can choose to load a previous game file or embark on a completely new game. Adventures to Go allows players to save up to three game files.

New Game

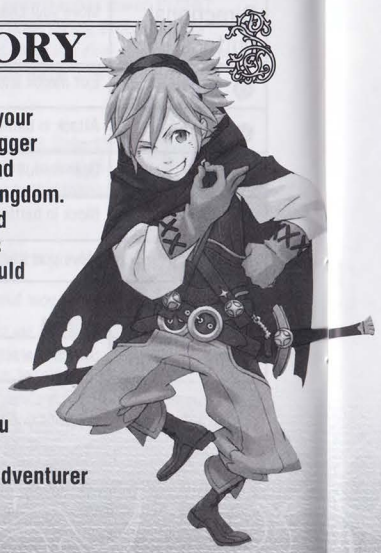
If you're beginning a game for the very first time, the New Game option is the only choice available. You start out here in the first chapter with Finn, the main character.

Load Game

If you started a previous adventure and saved your game while sleeping at home (see page 10) you can continue your progress.

STORY

Tough economic times hit your village, but the king has bigger problems with monsters and evildoers throughout the kingdom. Because you're a young and enterprising commoner, it's common sense that you could make stacks of coin doing odd jobs in the summoned levels of Adventures to Go—the latest craze in immersive magical entertainment. Maybe if you did exceptionally well, you could serve as a real adventurer someday!

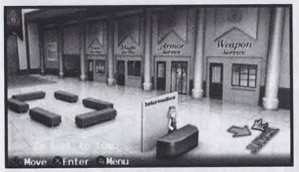


A DAY ON THE JOB

The day of an aspiring adventurer is never dull, but there is an important routine that you need to follow to be the best in the land. After you get out of bed, head down to the office and see if there are any new quests. Depending on the tasks, you might need to make additional purchases and preparations. Check out these tips below:

The Office

Pick up new jobs and cash in quest rewards at the office. Severn constantly refreshes these assignments, so check here first. Remember--the bigger the reward, the tougher the quest!

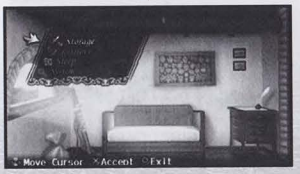


Order and Equip

Adventures to Go houses a mall complex crammed with merchandise. Buy extra shards and potions here, but avoid spending everything on weapons and armor --the best stuff is found on quests!

Adventure

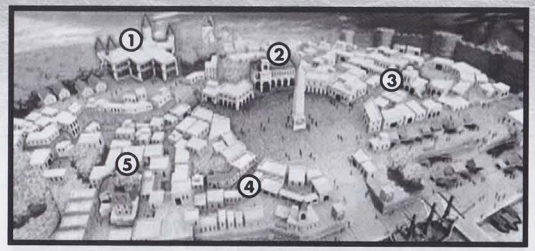
Order custom quests from the Adventures to Go information kiosk. Expensive quests feature valuable items you need to complete office assignments, so splurge whenever you can afford it.



Rest

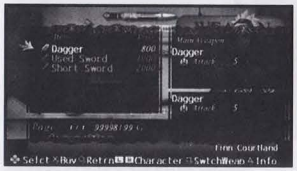
After you complete a quest you can head home and restore stamina. Be sure to save your game, too. Eager adventurers usually claim quest rewards at the office before calling it a day.

TOWN MAP



① Adventures to Go

Every working class warrior spends most of their day looking for treasures and challenges at Adventures to Go This large complex features arms and armor stores, magic reagent shops and a boutique for special items, but the first place you should stop is at the information kiosk. This is where Karla will set you up with a custom-designed adventure experience that will help you fulfill the quest goals assigned at Severn's office.



Arm Thyself

Equip the best weapons to make quick work of menacing monsters. The less time you spend in combat, the less likely you are to be hurt.

Gear Up

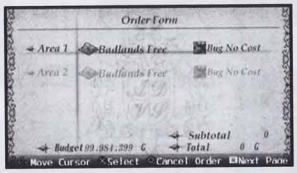
Cloth and leather won't protect much from sharp pincers and talons, so spend your earnings on thicker and tougher mail and plate. Wearing the best armor keeps you intact for more exploration!

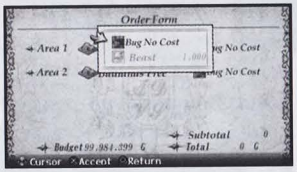
Buy Shards

As a warrior, Finn doesn't have much magical power, but soon you'll add a spell caster to your party. Discovering how to combine shards into magic crystals improves your casting arsenal!

Buy Supplies

Early in the game you'll use medicine to heal your party and cure illnesses. It's important to maintain a constant supply of healing goods throughout your adventures, so stock up here.





Place Your Order

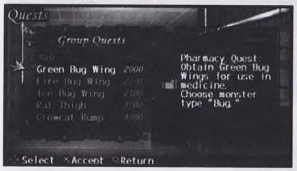
After you have the items you need and your armor and weapons equipped, visit Karla at the Information kiosk near the exit. She'll let you customize your adventure, so choose how much money you want to spend. At first you'll only have a few customization options, but as you gain experience you can choose more places and customize the types of monsters that you need to encounter to fulfill office quests.

Go on an Adventure

After you customize your adventure, stop in at the Plaza to see the owner and then head though the doors. Some quests require plenty of planning, especially when your target monster or beast doesn't immediately appear—or drop the requested item to complete a job. You'll also encounter special challenges that ask you to defeat a specific monster quota. If this is the case, make sure you have the health to go the distance.

② Office

While you can earn modest cash rewards by exploring all of the plains, mazes and forests, in Adventures to Go you earn big money by completing assignments posted on Severn's office job board. Even if you're not looking for a new task, stop by this place and review the goals for your current assignments. When you finish a job, report to Severn for payment and then look for a new addition on his task list.



Check the Job Board

Review your assignments at the office job board. There isn't a specific order for completing these tasks, but because monster encounters are random, it's a good idea to take on all jobs.

Turn in Items

As you defeat monsters in Adventures to Go some drop a chest or two containing items that you need to complete job assignments. Return these items to the office and pick up your rewards.

③ Finn's House

Every day begins and ends inside your house. While your sister rarely says an encouraging word, your family's future depends on your success. Use your house to store and retrieve adventuring essentials. You can also sleep and save your game here.

A Place for Stuff

Sometimes you earn an item that you don't want to sell, something like a hard-earned medal for defeating monsters. You can free up some pack space by storing extra stuff at your house.

Retrieve Stored Items and Equipment

Whenever you need to grab something for an upcoming quest, choose the Retrieve command inside your house. Experienced adventurers find this option ideal for loading up on medical supplies before extended trips into dangerous mazes.

Sleep

You recover stamina as you sleep and it's the most affordable way to prepare for another adventure. This command advances time to morning, so you wake refreshed and ready to explore again!

Load, Save or Delete

If you choose the System command inside your house, you can manage game files with the Load, Save and Delete option. Some gamers use this to save favorite chapters for repeat play later.

④ Casino

Not all of the best loot in the game drops from monsters or appears in chests—you need to pay to play at the casino to earn the rest! Poker is the name of the game at the local casino, and you can exchange the special casino coins that you win for fabulous prizes! You keep any coins that you don't spend. Check out all the menu instructions and pay close attention to the local rules. The casino prizes improve as you advance in experience and levels!

⑤ Scholar's House

While flipping through the old and yellowed pages of massive tomes might seem dull to an ordinary adventurer, eccentric Professor Moseley pays you well when you help him with important research. This old scholar keeps a collection of books on magic, monsters, armor and weapons.

Beastiary
Werehound
Often called a dogman or devil dog. Stupid, yet strong. Be wary of its sword.
Select Page Rotate Motion Return

Beastiary

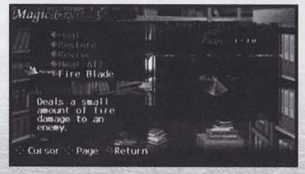
Crammed with illustrations, this book shows you what monsters look like and some passages hint at where these monsters roam. It's a great source for tracking down elusive beasts.

Weapon Guide

Broken up into easy-to-read sections, this book classifies both hand and ranged weapons in the game. You'll also find information about which members in your party can equip certain arms.

Armor Guide

This tome lists the defensive details for all armor in the game. The higher the defense number, the tougher the protection, but pay attention to stuff that protects you from certain magic.



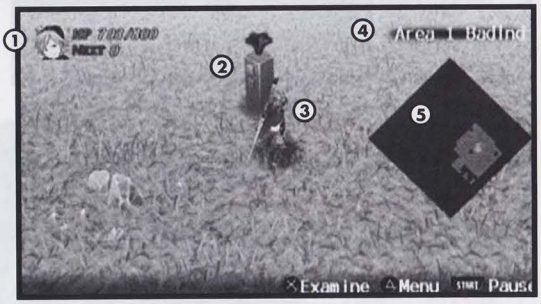
Magic Crystal Guide

Monoliths inside the mazes offer tips about making magic by combining shards into crystals, but the Professor's Magic Crystal Guide contains all the exact details in case you forget.

ADVENTURING

Exploring mazes and strange lands isn't tough if you know what to do to stay alive! The next couple of pages dish the details on what to expect in fields and in battles.

The Field Screen



① Party Stats

In the beginning you're a party of one, but more adventurers join you as you gain experience. Look up in the left corner to monitor their conditions and note how many experience points they need to reach their next level!

② Monolith

While maze monoliths might look ordinary, these peculiar posts can reward you with extra money, magic or medicine! Just remember that Adventures to Go is still working on these devices, so you might find a broken one, too. If you find a monolith with incomprehensible writing, switch places with another party member and he or she might be able to decipher the secrets for you.

③ You

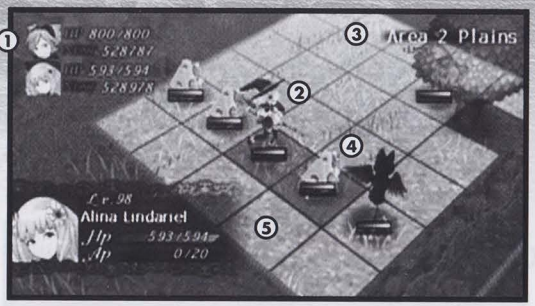
④ Location

The staff at Adventures to Go label their summoned areas according to what you ordered at the information desk.

⑤ Area Map

Until you explore everything, much of this overview screen looks black. Green dots represent monoliths and other important items, red dots reveal exit locations. Other tinted areas indicate obstacles like trees, bushes and even a flowing river or two.

The Battle Screen



① Party Stats

Knowing when to fight or flee depends on the health and condition of your party. During a battle, pay close attention to the party status in the upper left corner of the screen. Heal any character with low HP or an illness.

② You

Your AP determines your attack options and how far you can move or attack in a round. If you want more AP, wait a turn.

③ Location

This is your location in battle.

④ Enemies

⑤ Battle Field

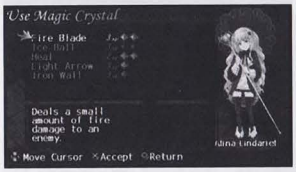
The white highlighted squares on the battle screen show you how far your character can move this round. You use AP as you attack and attacks can reduce your character's range in a round, so carefully plan your tactics.

BATTLES

Stunning might and powerful magic are always key factors in a battle, but your adventurers' Action Points (AP) determine when and where you should make your attack. Outlined below are some of the most important strategies that will help you and your party emerge victorious.

Attack

As a warrior, the first thing you'll learn in melee is how to use your blade. Move next to an enemy and if you have at least two AP remaining, you can press the X button to attack.



Use Magic or Items

Magic is a ranged attack and you don't have to move next to a target to cast a spell. That means you're tougher to hit, too. To cast a spell, open the Battle Menu and press the Triangle button. Now choose either magic or item. Remember that you first must create your magic spells with shards before you begin your adventure.

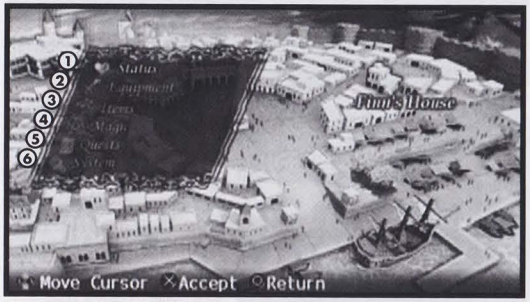
Hey! A Chest!

Winning a battle isn't always about experience points! Sometimes the defeated monsters leave a chest behind containing medicine or important items that can help you complete quests!

MANAGING MENUS

The town map might help you find your way around town, but there's an important secret: Press the Triangle button for instant access to your party stats, items and more.

Menu Screen



① Status

As you add characters to your party, you can switch their locations in your group. Ideally you want a class with heavy armor (like a warrior) up front to protect your lightly-armored casters in the back. Press the L and R buttons to review each party member's statistics. The "Toughness" category identifies which types of attacks and spells a character can resist.

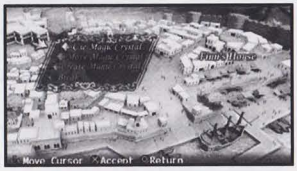
② Equipment

The Equipment menu is the most important feature in the game. Most players use this menu to review the items on their characters, but press the Triangle button for "Info" and you can compare the defense and offense statistics for equipped weapons with any other weapons in your inventory. Use this menu to fine-tune your party for optimal strength and improved success!

③ Items

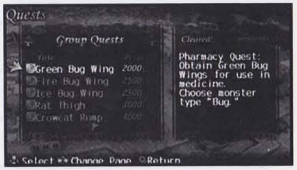
Your adventure party can carry up to sixty items, but that can make a search seem long when you're flipping through the six pages in your inventory menu. The Items menu has a special sort feature that will organize similar items into groups so you won't have to spend a lot of time looking for important stuff. To sort on the Items menu, press the Triangle button.

④ Magic



As you explore mazes you'll encounter monoliths with messages about creating magic crystals for spells. Choose the Magic option to organize crystals and develop new spells. At this menu you can use, break, create and organize your crystals. Use the Create Magic Crystal option to make new spells from the shards in your inventory. If you need more shards, visit the magic shop at the plaza inside Adventures to Go.

⑤ Quests



It's easy to forget a quest goal or two. Choose the Quest menu whenever you need a quick reminder. Here you can flip between the descriptions of your selected group quests (the tasks you usually pick up at the office) and personal quests (usually from Professor Moseley). A gray icon next to a quest name indicates that this highlighted task remains unfinished!

⑥ System

Most adventurers save their progress every night when they return from Adventures to Go but you can also Save, Load or Delete files at the System menu option. It's a practical way to organize your files for future new adventures!

NOTES

www.natsume.com

NATSUME®

Serious Fun®

1818 Gilbreth Road, Suite 229
Burlingame, CA 94010
Natsume and Serious Fun are registered trademarks of Natsume Inc. Adventures To Go is a trademark of Natsume Inc. ©2009 Natsume Inc.
©2008, 2009 GAE Inc. All Rights Reserved.

ADVENTURE SERVED YOUR WAY!

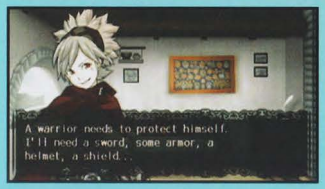
Word on the cobblestone is that the king needs new heroes to keep his kingdom safe, but are Finn Courtland and his band of misfits really what His Majesty had in mind? Take on jobs and battle monsters at Adventures to Go, where exciting adventures are made to order!

- Strategic, grid-based battles challenge you to use brains as well as brawn!
- Control a diverse team of characters with unique spells and abilities!
- A huge variety of spells, weapons, and monsters!

L'AVENTURE RIEN QUE POUR VOUS!

La rumeur qui court est que le roi est à la recherche de nouveaux héros pour garder son royaume en sécurité, mais est-ce que Sa Majesté pense vraiment à Finn Courtland et sa bande de hors-la-loi? Prenez donc le poste et luttez contre les monstres dans « Adventures to Go », là où les besoins d'aventures sont assouvis!

- Votre cerveau et vos muscles seront mis au défi dans ces combats stratégiques sur grille.
- Contrôlez une équipe de personnages différents aux sorts et talents uniques!
- Une panoplie de sorts, armes et monstres!



1 Player | Memory Stick Duo™ 320 KB

1 joueur | Memory Stick Duo™ 320 Ko

Natsume Inc. • 1818 Gilbreth Road, Suite 229 • Burlingame, CA 94010
Natsume and Serious Fun are registered trademarks of Natsume Inc. Adventures To Go is a trademark of Natsume Inc. ©2009 Natsume Inc. ©2008, 2009 GAE Inc. All Rights Reserved.

Licensed for distribution in North America and Mexico on the PSP® (PlayStation®Portable) system. See inside for details. "UMD" is a trademark of Sony Computer Entertainment Inc. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING.

Autorisé pour la distribution en Amérique du Nord et au Mexique pour le système PSP® (PlayStation®Portable). « UMD » est une marque de commerce de Sony Computer Entertainment Inc. « PlayStation », la famille de logo « PS » et « PSP » sont des marques de commerce enregistrées de Sony Computer Entertainment Inc. Memory Stick Duo™ est peut-être requis. Memory Stick Duo est une marque de commerce de Sony Corporation. L'icône de notation est une marque de commerce déposée d'Entertainment Software Association. Fabriqué et imprimé aux É.-U. BREVET EN INSTANCE AUX É.-U. ET À L'ÉTRANGER.

UMD™ UNIVERSAL MEDIA DISC

⚠WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.
⚠MISE EN GARDE : SI VOUS SOUFFREZ D'ANTÉCÉDENTS ÉPILEPTIQUES OU DE CRISES, CONSULTEZ UN MÉDECIN AVANT DE JOUER. CERTAINS MOTIFS PEUVENT PROVOQUER DES CRISES SANS ANTÉCÉDENTS. AVANT DE JOUER ET POUR EN SAVOIR PLUS, CONSULTEZ LES INSTRUCTIONS D'UTILISATION DU PRODUIT.

EVERYONE 10+ ENFANTS ET ADULTES 10+

E 10+

Alcohol Reference
Mild Fantasy Violence
Mild Language
Mild Suggestive Themes
Simulated Gambling
Mention d'alcool
Légère violence fictive
Langage grossier
Thèmes légèrement suggestifs
Simulation de jeux de hasard

ESRB CONTENT RATING www.esrb.org
CLASSIFIÉ PAR L'ESRB

7 19593 11007 1

PSP

Adventures To Go!

ULUS 10417F

UMD™ UNIVERSAL MEDIA DISC